Design :

```
MiniMax(state ,maximizing):
        if state is endState :
                if maximizing :
                        return -1
                else :
                        return 1
        If maximizing :
                bestValue = -1
                return max(bestValue,MiniMax(state,not maximizing))
        else :
                bestValue = 1
                return min(bestValue,MiniMax(state,not maximizing))
        return bestValue
```

Taking value as 1 if the player 1 wins and -1 otherwise

Output :

Provided in Output_Q2.txt